



HOT ROD™

SEGA®

PLAYER'S GUIDE

HOT ROD

LOADING INSTRUCTIONS

COMMODORE AMIGA & ATARI ST

Switch on computer and insert disc (On Amiga 1000 the 'kickstart' disc must first be used).

COMMODORE C64 DISC

Insert disc in drive. Type LOAD"*",8,1 and press RETURN.

COMMODORE C64 CASSETTE

Insert cassette in Datacorder. Hold down SHIFT and press RUN/STOP.

COMMODORE C128

Type GO64 and press RETURN. When prompted, type Y followed by RETURN. Now follow C64 instructions.

SPECTRUM CASSETTE

If available, use TAPE LOADER. Otherwise type LOAD" " then press ENTER. Press PLAY on tape recorder.

AMSTRAD CASSETTE

Press CTRL and the small ENTER key. Press PLAY on tape recorder.

AMSTRAD DISC

Insert disc in drive. Type RUN"DISC and press ENTER.



LOADING DIFFICULTIES

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you do experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch the computer off and repeat the loading instructions **carefully**, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User Handbook that accompanied the computer or consult your Software Dealer for advice. In the case of continued difficulty, if you have checked all of the hardware for possible faults, please return the game to THE PLACE OF PURCHASE.

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GAMEPLAY

Race against other players/the computer to be the first past the finishing line in at least 15 different races. On route, pick up extra gas (G) because your fuel level is constantly decreasing, and when you run out, you are out of the race. Also pick up bonus points (P). At the end of each race these will be turned into money, which you can spend in the parts shop to improve your car.

Things to buy include:

Better tyres	To improve road holding and speed.
Bigger engines	To increase acceleration and top speed.
Bumpers	To increase car's body strength.
Wings	To improve road holding.

On Spectrum, Amstrad and C64, up to 2 players can play. On Atari ST, up to 3 players can play, using a joystick adaptor. On Commodore Amiga, up to 4 players can play, using a joystick adaptor. .

CAR COLOURS

	AMIGA	ST	C64	SPEC/AMS
CAR 1	RED	RED	RED	RED
CAR 2	YELLOW	YELLOW	GREEN	YELLOW
CAR 3	GREEN	GREEN	BLUE	GREEN
CAR 4	GREY	GREY	N/A	N/A



CONTROLS

ST	JOYSTICK ONLY. Player 1 uses Port 1, Player 2 uses Port 0 and Player 3 uses a joystick adaptor in the printer port.
AMIGA	JOYSTICK ONLY. Player 1 uses Port 2, Player 2 uses Port 1 and Players 3 and 4 use a joystick adaptor in the parallel port.
C64	JOYSTICK ONLY. Player 1 uses Port 2 and Player 2 uses Port 1.
SPECTRUM	SINCLAIR or KEMPSTON JOYSTICKS or USER DEFINABLE KEYS.
AMSTRAD	JOYSTICK or USER DEFINABLE KEYS.

WHEN USING A JOYSTICK PRESS **FIRE** TO **ACCELERATE**;
PULLING THE JOYSTICK TO THE LEFT AND RIGHT WILL
TURN THE CAR LEFT AND RIGHT.

OTHER CONTROLS (ALL FORMATS)

PAUSE/UNPAUSE	P
QUIT	Q



STARTING THE GAME

- ST Press Function Keys F1, F2 or F3 to start a 1, 2 or 3-player game. If during a 1-player game more players wish to join in, pressing F2 will enter CAR 2 into the next race and/or pressing F3 will enter CAR 3.
- AMIGA Press Function Keys F1, F2, F3 or F4 to start a 1, 2, 3 or 4-player game. If during a 1-player game more players wish to join in, pressing F2 will enter CAR 2 into the next race, pressing F3 will enter CAR 3 and pressing F4 will enter CAR 4.
- SPECTRUM, AMSTRAD & C64 Press either player's ACCELERATE to start a game. This will start a 10-second countdown, and if during this time the other player presses accelerate he will start at the same time. Also, pressing the other accelerate at any point in a 1-player game will enter the other player at the start of the next race.

IN THE PARTS SHOP

At the end of each race, each player will enter the PARTS SHOP. At this point they may buy **ONE** item (provided they have sufficient money). Select from the available items by using left and right, then press accelerate to buy that item.



CREDITS

ST/AMIGA

Coding
Graphics
Music

Richard Costello
Kevin Bulmer
Ben Daglish

C64

Coding
Graphics
Music

Ash + Dave
Ash Routledge
Maniacs Of Noise

SPECTRUM/AMSTRAD

Coding
Graphics
Music

Walking Circles
Walking Circles
Paul Hiley

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